



Substitute for form 1449A&B/PTO		<i>SEARCHED</i>		<i>PATENT & TRADEMARK OFFICE</i>		<i>Complete if Known</i>	
INFORMATION DISCLOSURE STATEMENT BY APPLICANT							
(use as many sheets as necessary)							
Sheet	1	of	3			Application Number 09/750,100	
						Filing Date December 29, 2000	
						First Named Inventor Baraff, David E.	
						Art Unit 2123	
						Examiner Name THOMAS H. STEVENS	
						Attorney Docket Number 021751-002400US	

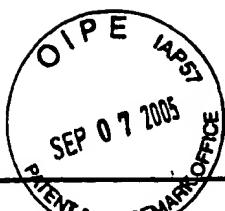
FOREIGN PATENT DOCUMENTS							
Examiner Initials*	Cite No. ¹	Foreign Patent Document		Publication Date MM-DD-YYYY	Name of Patentee or Applicant of Cited Document	Pages, Columns, Lines, Where Relevant Passages or Relevant Figures Appear	T ⁶
		Country Code ³	Number ⁴				
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NON PATENT LITERATURE DOCUMENTS				
Examiner Initials *	Cite No. ¹	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.		
THS	AE	ASCHER, U., AND BOXERMAN, E. 2002. On the modied conjugate gradient method in cloth simulation. (submitted to) The Visual Computer 19:526-531.	2002	T ²
THS	AF	BARAFF, D., AND WITKIN, A. 1998. Large steps in cloth simulation. Computer Graphics (Proc. SIGGRAPH), 1-12.		
THS	AG	BERNEY, J., AND REDD, J. 2000. Stuart Little. SIGGRAPH Course Notes, ACM SIGGRAPH, ch. Costumes. pg. 1		
THS	AH	BREEN, D., HOUSE, D., AND WOZNY, M. 1994. Predicting the drape of woven cloth using interacting particles. Computer Graphics (Proc. SIGGRAPH), 365-372.		
THS	AI	BRIDSON, R., FEDKIW, R., AND ANDERSON, J. 2002. Robust treatment of collisions, contact, and friction for cloth animation. Computer Graphics (Proc. SIGGRAPH), 594-603.		

Examiner Signature		Date Considered	10/5/05
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EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

1 Applicant's unique citation designation number (optional). **2** Applicant is to place a check mark here if English language Translation is attached.



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THS	AJ	CARIGNAN, M., YANG, Y., MAGENENAT-THALMANN, N., AND THALMANN, D. 1992. Dressing animated synthetic actors with complex deformable clothes. Computer Graphics (Proc. SIGGRAPH), 99-104.		
	AK	CHOI, K., AND KO, H. 2002. Stable but responsive cloth. Computer Graphics (Proc. SIGGRAPH), 604-611.		
	AL	CORDIER, F., VOLINO, P., AND THALMANN, N. 2002. Integrating deformations between bodies and clothes. The Journal of Visualization and Computer Animation 12:45-53.		
	AM	DEROSE, T., KASS, M., AND TRUON, T. 1998. Subdivision surfaces in computer animation. Computer Graphics (Proc. SIGGRAPH), 85-94.		
	AN	EBERHARDT, B., WEBER, A., AND STRASSER, W. 1996. A fast, flexible, particlesystem model for cloth draping. IEEE Computer Graphics and Applications 16:52-59.		
	AO	GOTTSCHALK, S., LIN, M., AND MANOCHA, D. 1996. OBBTree: A hierarchical structure for rapid interference detection. Computer Graphics (Proc. SIGGRAPH), 171-180.		
	AP	KRISHNAN, S., AND MANOCHA, D. 1997. An efficient surface intersection algorithm based on lowerDimensional formulation. ACM Transactions on Graphics 16, 1 (Jan.), 76-106. ISSN 0730-0301.		
	AQ	LANDER, Skin Them Bones: Game Programming for the Web Generation, May 1998, Game Developer (www.gdmag.com), pages 11-16		
	AR	LANDER, Slashing through Real-Time Character Animation, April 1998, Game Developer (www.gdmag.com), pages 13-16.		
	AS	MEYER, M., DEBUNNE, G., DESBRUN, M., AND BARR, A. 2001. Interactive animation of clothlike objects in virtual reality. The Journal of Visualization and Computer Animation 12:1-12.		
	AT	PATRIKALAKIS, N. 1993. Surface-to-surface intersections. IEEE Computer Graphics and Applications 13, 1, 89-95.		
	AU	PROVOT, X. 1995. Deformation constraints in a massspring model to describe rigid cloth behavior. In Graphics Interface, Graphics Interface, 147-155.		
	AV	STOEGER et al., How to Create Long Hair with Maya Paint Effects and Maya Cloth, Alias/Wavefront, Corporate Overview, 4 pages.		
✓	AW	TERZOPoulos, D., AND FLEISCHER, K. 1988. Deformable models. Visual Computer 4, 306-331.		

Examiner Signature	<i>Tom Hs</i>	Date Considered	10/5/05
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THS	AX	TERZOPOULOS, D., PLATT, J., BARR, A., AND FLEISCHER, K. 1987. Elastically deformable models. Computer Graphics (Proc. SIGGRAPH) 11:205-214.		T ²
	AY	VOLINO, P., COURCHESNE, M., AND MAGNENAT THALMANN, N. 1995. Versatile and efficient techniques for simulating cloth and other deformable objects. Computer Graphics (Proc. SIGGRAPH), 137-144.		
	AZ	WATT et al., "Advanced Animation and Rendering Techniques" ACM Press, 1992, pages 418-420		

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